

HERO QUEST



The Creature Hunt

This time the Heroes must keep Zargon from awakening a terrible beast from its sleep.

Here's a new adventure for HeroQuest, with three new Quests for you players. As always, each Quest is divided into three parts: the Quest Map that shows the locations on the board where to place the furniture, monsters and traps; the Parchment Text, containing the story of the challenge that should be read to the players by Zargon; and the Quest Notes that explains what happens in certain rooms and special events.

During certain Quests, the board may need more pieces than those included in the HeroQuest box – as it did in The Slave City Adventure, published in Dragão Brazil #4. When this occurs, just remove the piece from an already explored room and place it in the new room. This is to add an element of surprise to the game: after all, just because the players have already found a treasure chest, does not mean that there are no more along the way!

You, Zargon, are the narrator of the adventure. Like the TV and movie narrators, you need to master your role. Although HeroQuest is not considered a real RPG, try to encourage the players to live out their roles as Heroes. This will make the game a lot better.

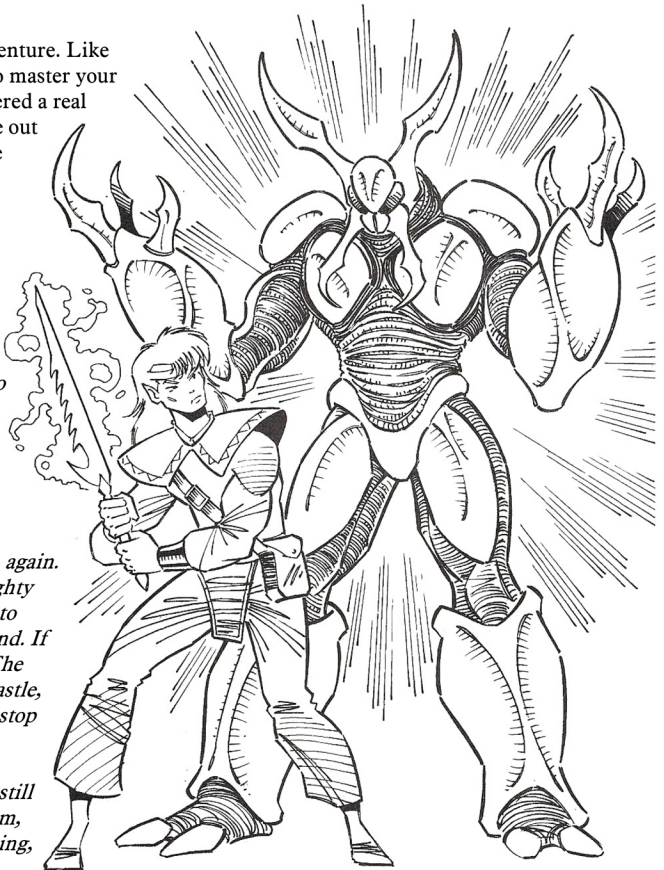
Read this to the players:

You sleep quietly in your houses, all dreaming of the day when you will get rid of Zargon. Suddenly, in the midst of your sleep, a suffocating mist seems to envelop you – and you are all transported to a large library, with bookshelves filled with ancient books and scrolls. Behind a large table in the center of the room is Mentor. He says:

"Zargon is plotting against our kingdom again. He has discovered the existence of a mighty creature, asleep for centuries, and plans to awaken it and place it under his command. If he succeeds, the kingdom will be lost! The Creature sleeps in the ruins of an Old Castle, outside the city. You must go there and stop Zargon."

You wake up startled, and find yourself still in your beds. You think it was all a dream, but ... it seemed so real! The next morning,

they meet with their companions and discover that they all dreamed the same thing. They conclude then that this was not a dream – but a request for help from Mentor, to prevent Zargon from awakening the sleeping monster. You head out for the ruins immediately.



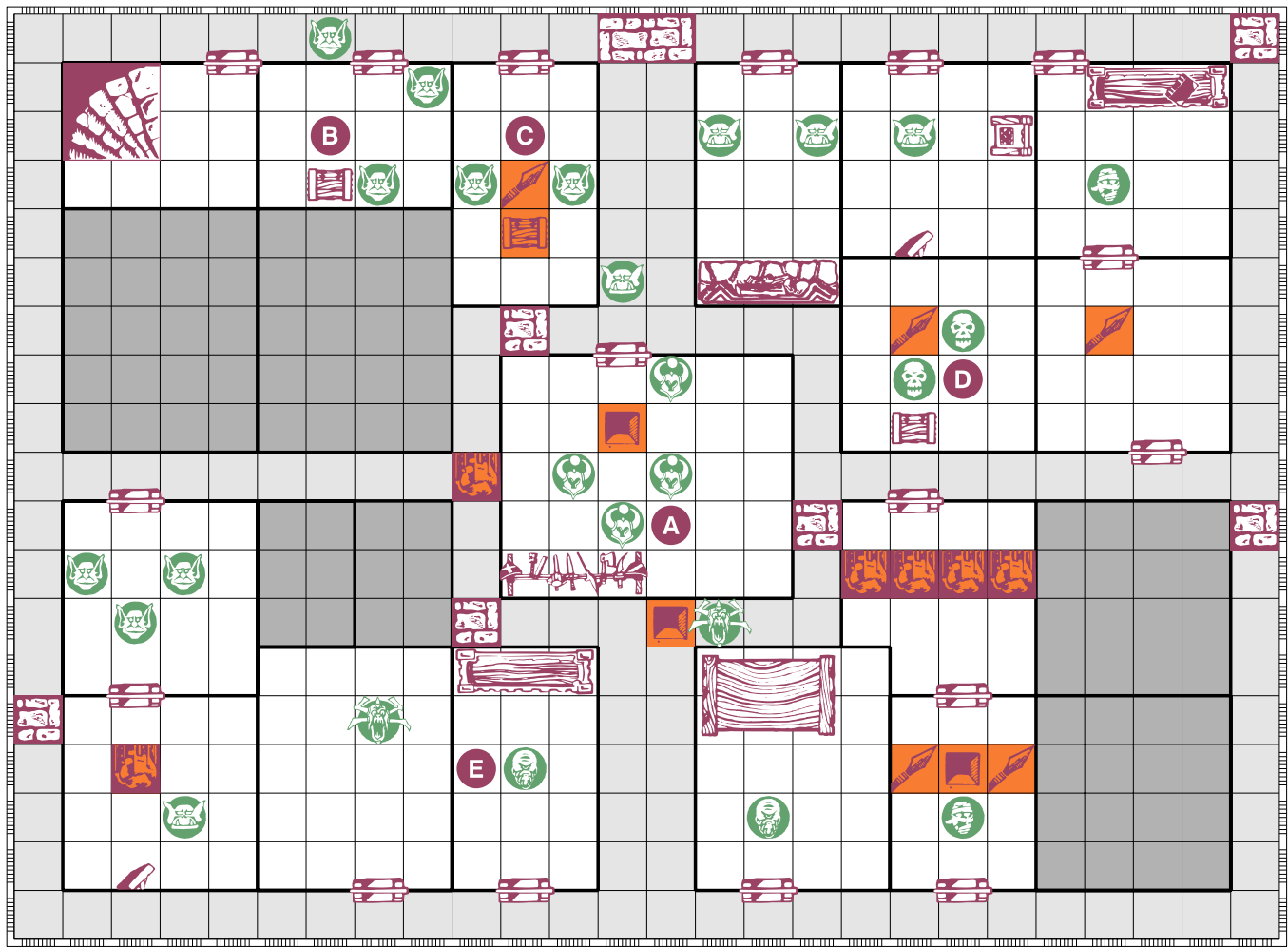
HERO QUEST™

The Creature Hunt

Q U E S T



B O O K



Quest 1

The Chaos Sword

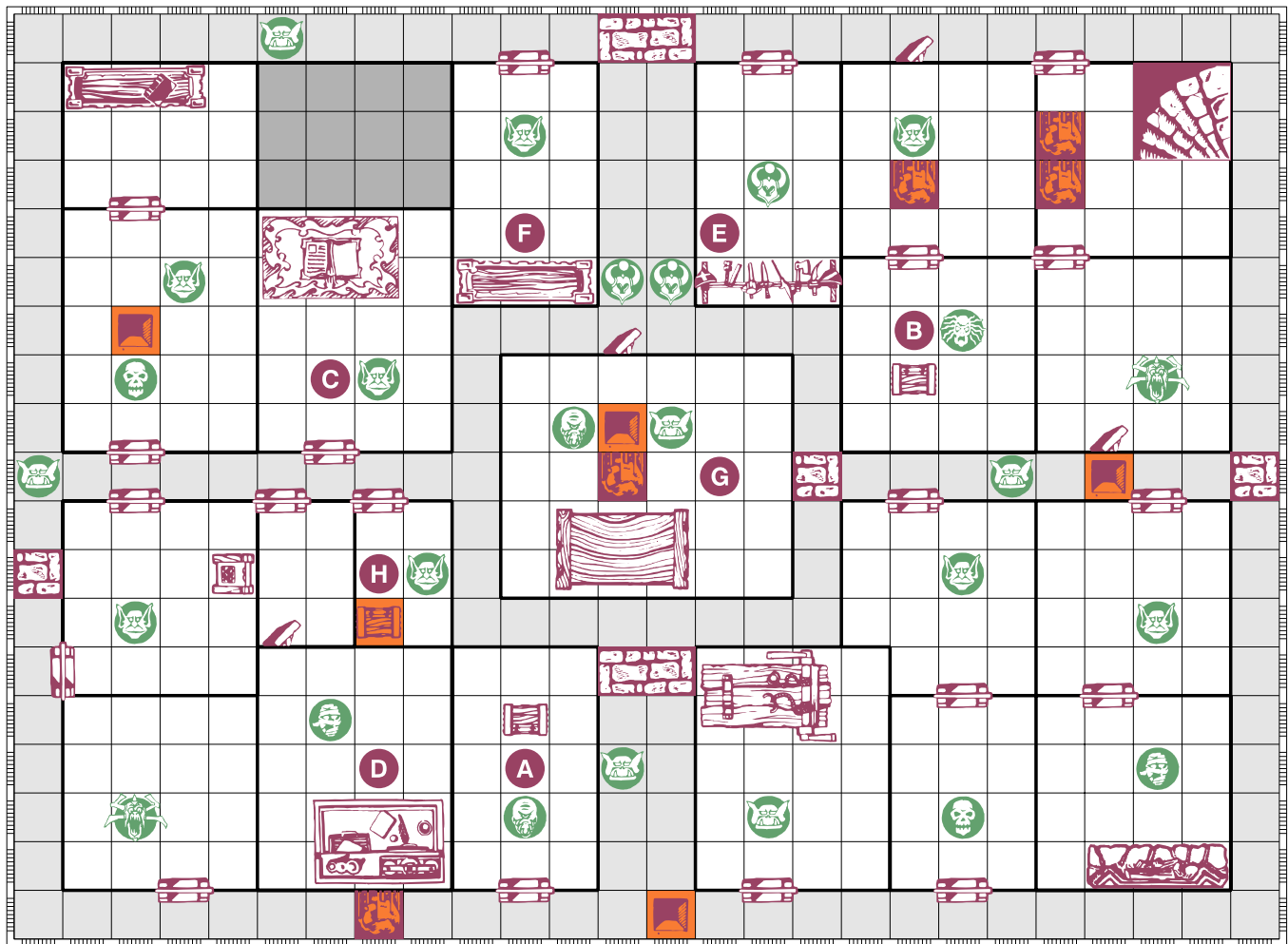
"Only with the Chaos Sword will the Heroes be able to destroy the creature. The first step is to find the magic weapon."

NOTES:

- A** The Chaos Sword stands on the weapons rack in this room. It's a magic weapon with unusual powers. The first attack made with it adds 1 combat dice to the attacking Hero; the second time, add 2 combat dice; the third time, add 3 dice; and, next time, add only 1 die – repeat this cycle every three attacks. You, Zargon, should not reveal the power of the sword to the Heroes: let them discover it on their own.
- B** The chest in this room contains 300 gold coins.
- C** The Hero who tries to open this chest will be attacked by surprise from behind by a wandering monster. The chest is empty.
- D** The first Hero who searches for treasures in this room will find 150 gold coins.
- E** The first Hero who searches for treasures here will find a magic stick hidden behind the cupboard. The artifact is known as the Wizard's Staff. Give the Wizard the corresponding Artifact Card.



Wandering Monster in this Quest: Orc



Quest 2

The Axe of Destruction

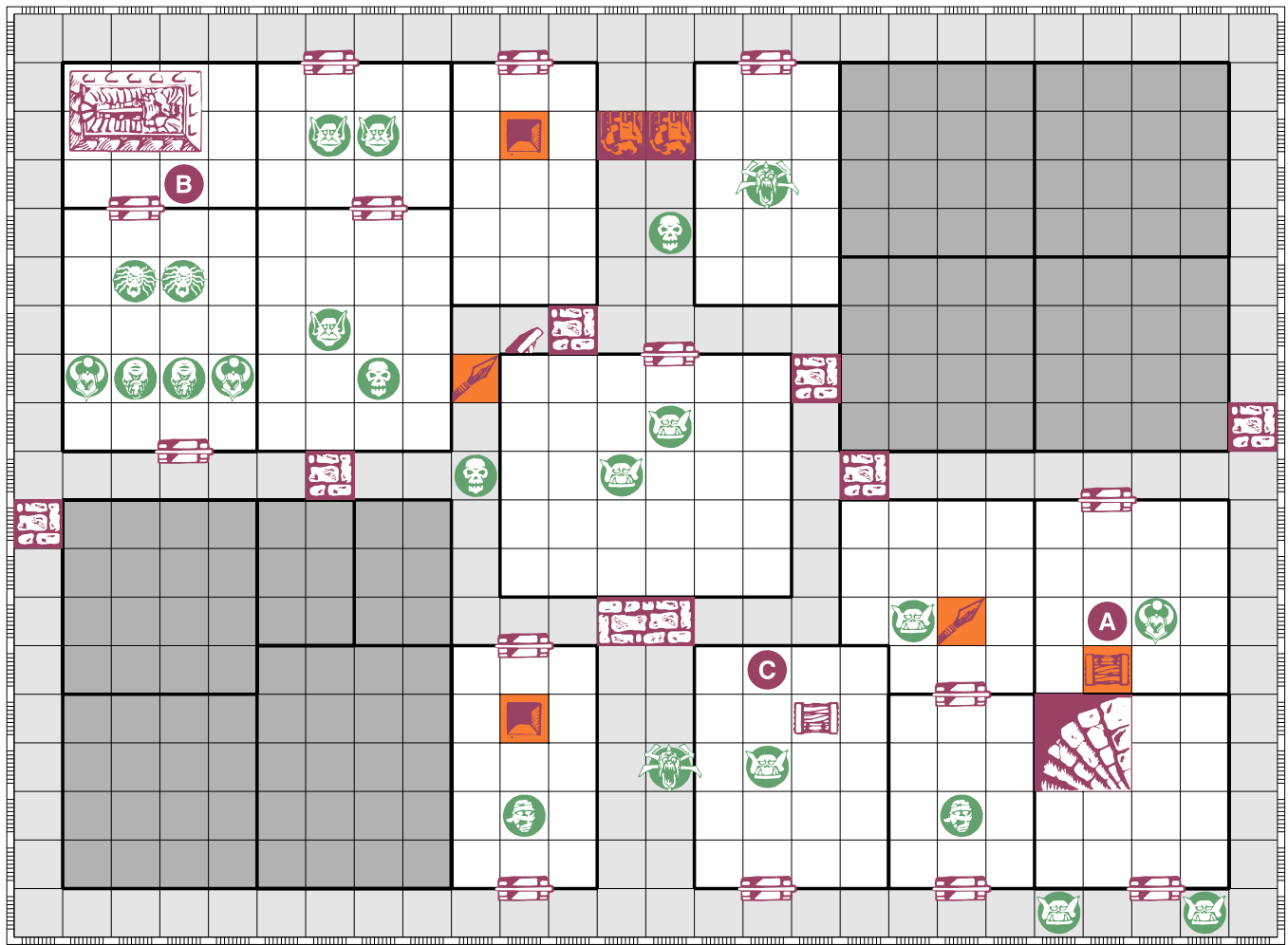
"In this Quest you must find the Axe of Destruction. With this Axe and the Sword you will be able to slay the Creature."

NOTES:

- A** The chest in this room contains 20 gold coins.
- B** The first Hero to search for treasures in this room will find within the chest a Wand of Magic: it allows the Elf or Wizard to cast two different spells on their turn, instead of one. Give the Elf or the Wizard the corresponding Artifact Card.
- C** This sorcerer's table is magically trapped: the Hero who moves to a square adjacent to it will lose one item he is carrying. Zargon will choose the item that will disappear – except the Chaos Sword and the Axe of Destruction.
- D** In this room, on the alchemist's table, there are two Healing Potions.
- E** The weapons on this weapons rack are rusted and broken. There is nothing here that the Heroes might want.
- F** The first Hero to search for treasures in this room will find a Potion of Strength and a Potion of Defense.
- G** On the table in this room lays the Axe of Destruction. It is powerful, and can add 10 combat dice to the Hero's Attack – but an inscription engraved on the handle explains that this power can only be unleashed once: after that blow, it is only a common axe. To restore the Axe of Destruction's energy, Heroes must touch the blade of the axe with any magical artifact. The artifact will now lose its power forever, but the ax will be reloaded for a new destructive blow.
- H** The Hero who tries to open this chest will be attacked by surprise from behind by a wandering monster. The chest is empty.



Wandering Monster in this Quest: Zombie



Quest 3

The Creature's Lair

"In possession of the Chaos Sword and the Axe of Destruction, it will now be possible to destroy the fearsome Creature, but

first you will need to find the lair where the monster sleeps."

NOTES:

- A** The chest in this room is filled with poisonous gas. If a Hero searches for treasures before the trap is disarmed, all Heroes within the room will lose 2 Body Points each. After the gas has disappeared, the chest reveals a Spell Ring – which gives the Wizard or Elf the power to cast a spell twice. For more details, see the corresponding Artifact Card.
- B** This is where the creature was sleeping. The Heroes arrived too late – the beast has been awakened by Zargon and is no longer sleeping! Use the Warlock figure to represent the creature. It cannot be hurt except with spells or with the Chaos Sword and the Axe of Destruction. The creature can also cast the following chaos spells: Stone Skin, Command, Rust, Firestorm, Summon Orcs.

The Creature:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	6	7	10	4

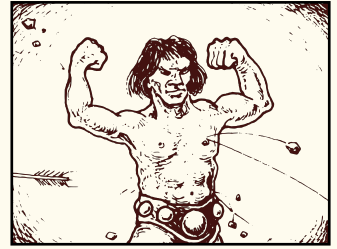
- C** If a Hero searches for treasures in this room, he will find the Talisman of Lore inside the chest. For more details see the corresponding Artifact Card.



Wandering Monster in this Quest: Chaos Warrior



Stone Skin



This spell may be cast on any one Monster, including yourself. That Monster may throw one extra combat die when defending. The spell is broken when the Monster suffers 1 point of Body damage.